

Making LOVE IN A Canoe

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Saskatoon, Saskatchewan, Canada

Issue #0

MAKING LOVE IN A CANOE is an amateur publication dedicated to the play of Diplomacy and other multi-player games by mail. Diplomacy, which was invented by Alan Calhamer is currently published (in North America at least) by The Avalon Hill Game Company.

The title of this zine comes from a statement by the noted Canadian journalist, and historian Pierre Berton, who said that "A Canadian is someone who can make love in a canoe." Personally I wouldn't know, as I haven't been able to find a young woman who is willing to try. I intend to keep looking.

From that definition, you might expect this zine to be dedicated (beyond the play of games by mail) to the proposition that most things Canadian are better than most things American or from any other part of the world. Which is absolutely true of course. Among other things, I intend to run a series of articles about the history of the Royal Canadian Navy from its modest beginnings to its equally modest present. Additionally, I will be expounding on all the numerous areas in which Canada is superior to the United States, from why our health care system is better than the one in the US, to why Canadian Football is more exciting than American Football.

To be fair, this Zeroeth issue does not represent the final form of this zine. I like to think of it as a work in progress. I hope that it will evolve over time, assuming of course that it will have time in which to evolve. Future issues will feature illustrated covers, sometimes with cartoons, sometimes with art from a selection of computer graphics (which I bought with or without a computer I'm no artist), and sometimes with photocopies of historic photographs. My sense of humour will be evident.

I also want to try out a number of fonts on the title. I may eventually find one I like to the exclusion of all others, or if I can get the software, I might design fonts of my own. In fact the cover page will probably be the most fluid part of the whole operation.

Of course, it is what's inside that counts. In terms of writing, it has always been my feeling that a writer should write about what interests him. If the reader isn't interested in a given topic, he should be able to find something in the zine that will be of interest. The true test of a writer, in MY humble opinion, is whether reader will happily read about a topic in which has little or no interest because of the person who wrote it. That is the goal for which I aim.

Given that the person producing this zine is who he is, the letter column will be a permanent, and quite possibly a voluminous, feature. In fact this very issue contains the my first letter column as a publisher.

There are a couple of ideas for other features which I want to run, but it is really too early for me to even mention them, beyond saying that they may or may not get out of the hangar, let alone actually fly.

One idea that I can talk about because I have a fairly strong grasp of how it will work is the concept of theme issues. Once or twice a year, I intend to produce entire issue devoted to a specific topic of particular interest to me. I suspect that most of these will deal with historical events, since history has fascinated me for as long as I can remember.

Finally there are the games. I go into greater detail about them on the back page of the zine, along with all the other administrative minutia we all love so much. This issue also contains the first edition of the Making Love In A Canoe houserules. One thing I would like to mention right at the start is my firm resolution not to open more games than I feel I amable to handle. The downfall of too many novice publishers is that they try to run too much too fast and suddenly discover that they can't cope. I want to be in this thing for the long haul and intend to find a level of involvement that I can handle. You have my word on it.

I hope you decide to subscribe. I won't promise that Making Love In A Canoe will always be as exciting as the activity described in the name, but I do hope that it will always be as interesting as that operation, if only to me. I know for sure that it has the potential to be as treacherous. From my end at least, I hope it will be as much fun!

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I GOT A LETTER! I GOT A LETTER!!

((People with whom I have played in the past might remind me that it is not unusual for me to receive letters; cause for celebration is when I SEND a letter. Sour Grapes. Still I did receive this letter from Robert Lesco, and since it was the first (only!) letter I have received about something I wrote in my subzine in The Canadian Diplomat, I thought it appropriate that it be the first letter run in Making Love in a Canoe. I have rearranged a couple of paragraphs for reasons of my own. By the way, it is a little old.))

When we met at CanCon, and you introduced me to your brother, the 3 of us were having a conversation contrasting and comparing Canadians and Americans which I recalled when reading this. Your Brother was particularly insistent that we were the same and we ought to admit it and become one nation. This photocopy would dispute that view point. It's from Modechai Richler's recent book which I recommend highly. The media would have us believe it is a central Canadian phenomenon and that it hasn't sold well outside Ontario & Quebec. I really don't know.

((The information Robert mentioned comes from a Decima Research Poll published by MacLean's, Canada's news magazine and is reprinted here:

42. Do you own a handgun?

NO.....93% YES.....6% Don't Know/No Answer.....1%

43. (For those who answered No) If there were no gun laws in Canada, would you get a gun?

NO.....86% YES.....14%

44. Generally speaking, are you afraid to walk the streets of your community at night alone?

NO.....74% YES.....26%

45. Have you ever been mugged or physically assaulted?

NO.....90% YES.....10%

The first shipment of the Richler book sold out pretty quickly around here. As to the discussion the three of us had, Greg's response is elsewhere. For my part I tend to agree with you. In my humble opinion what separates Canadians from Americans is our expectations, history, and attitudes. Those are the things that really define a nation.))

Regarding your Apologia ((Unzine Voice #7)): Spoken like a gentleman. ((I blush!)) I would be the first to admit that Nevil played better than I did. I was pretty lucky. For example, under manufacturers starting with the letter 'K', it was my good fortune to be in a group with a dentist who had heard of Kenral, makers of Preduisone ((?)) & Ibuprofen in his PDR ((Physician's Desk Reference)). By the way, the west has better socialists than Ontario. Ours seem not to realize that they only gain favour for lack of other alternatives. Our NDP also seems not to have grasped the significance of the entire world's utter rejection of their creed, either.

((I disagree with the notion of the rejection of Socialism. Communism, which called itself Socialism has been rejected, and traditionally Socialist countries such as Sweden have voted in more right wing governments. Please note that those governments have not seen fit to abandon such policies as publicly funded health care as they wouldn't last long if they did. As to the New Democrats, the difference is experience. The Ontario NDP has never held power. In Saskatchewan we've had NDP governments for 32 of the past 50 years. They learned early that you can't build the New Jerusalem until the budget is under control. Every time the Saskatchewan NDP has taken over from a "free enterprise" party they have faced with massive deficits. Each time the NDP left office they left balanced budgets or surpluses.))

It could be that the sportswriters' dismissal of biathlon was a local phenomenon. Our local writers praised it for the scope of athletes required. It takes strength and stamina for the skiing part and finesse and precision for the shooting. It seems hard to believe but it is said that they squeeze the trigger between heart beats.

((Exactly. The two disciplines are contradictory, forcing the athletes to adapt strategies that will give the best result. Yet I heard two sportswriters who regularly appear on national TV say things like, "They're refighting the Russo-Finnish War", and "Why don't they just use Uzis and get it over with."))

Some fellow in Toronto had taped the mens speed skating relay - the one we barely lost where you push the skater ahead of you on the exchange - and his buddy saw something odd so they used the freeze-frame and they found that the gold medalists (Koreans, I think...) on the last lap cut inside the pylon. It wasn't caught at the time so nothing could be done was the response some days later. Doesn't this sort of thing ALWAYS happen to Canadians?

((Doesn't surprise me in the least. Still, unless they judge any type of race using instant replay ONLY you aren't going to catch everything. The Mark I Eyeball is not perfect.))

One last bit before this hits the mail - NOW do you see why Lindros wanted nothing to do with the Nordiques?

Local wag suggests Bonnie Lindros to replace John Ziegler.

((They could do worse. Any Commisioner's first job should be to set up a system where trades are finalized when a paper is signed and registered. Handshake deals inevitably give rise to disputes because it is nearly impossible to prove they have taken place.))

When are you going to concede that you are a Canadian Hobby Personality and publish your own zine? Just asking.

((Here you are (finally!). What do you think? Say nice things.))

HOUSE RULES

1. Game Starts

a) Players may join a game in MAKING LOVE IN A CANOE (MLIC) by paying the required game fee (currently \$4 Canadian). Players must also maintain a subscription to MLIC for the duration of the game.

b) Player information required: Name (No aliases) nickname (if you prefer to be known by a nickname), current address, and personal introduction. Telephone numbers are optional but useful.

c) Unless specifically stated, all games will use North American season combinations, be open to all (but see rule 1. e)), use preference lists, and accept draws agreed to by unanimous vote. The GM reserves the right to alter the conditions on any game before that game begins. Possible modifications include: (1) combination of seasons (British versus North American), (2) limits to participation in a game (Novice, International, all-Canadian), (3) use of preference lists, (4) draw types (any, DIAS, win or stalemate).

d) Preference lists will normally be consulted for country assignments. Players not submitting preference lists will have their country assignments determined for them by random draw before the preference lists of other players are consulted. This is to keep those players who do not submit preference lists from being stuck with the least popular countries.

e) Unless otherwise stated, no more than 2 players from any one telephone area code will be permitted in the same game. The GM reserves the right to keep any player from participating in a specific game, and will provide reasons to the person involved. Players may request not to be put into a game with a specific player provided reasons for such a request are supplied. Such a request will be taken under advisement.

2. Communications to GM

a) Mail:

(i) The best way to communicate with the GM is by mail. I will even accept mail that is postage due, however your subscription balance will be debited by the amount that I have to pay.

(ii) Format: I prefer that orders for games be on a sheet of paper, 3" x 5" or larger, separate from letters and other material. Orders for more than one game may be on the same page, provided that the orders for each game are clearly marked.

b) Telephone:

(i) I will not accept collect phone calls. I will not accept press or propaganda orders over the telephone.

(ii) Phone calls will be accepted between 1900 hrs and 2200 hrs Central Standard (Saskatchewan stays on Central Standard Time year long). Tuesday through Sunday except on the weekends following the deadline. I am not available on Mondays, and there is no guarantee that I will be at home on other days.

c) Fax, E-Mail, Ham Radio, Telepathy: I do not have access to any of this technology so don't bug me about it.

d) All communications must include the Boardman number, the Game Name, Season, Game Year, Country, Signature and/or some other form of confirmation, and the date of writing.

e) All communications, written or verbal, must be in English since that is the only language that the GM claims to have even a limited comprehension of.

3. Orders

a) Abbreviations for provinces on the board are normally the first three letters of the province's name except as suggested below. In cases where two possibilities are listed, the first is preferred. Abbreviations should follow common sense and avoid ambiguity. Unambiguous orders will be carried out even if this notation is not used. Should an order be unambiguous but the abbreviation subject to possible interpretation, I will mention it. In International Games ONLY, Nor will be interpreted as meaning Norway since this is common in the British hobby. It will however earn you a warning from the GM. Otherwise Nor is totally unacceptable.

Norway - Nwy Liverpool - Lpl Norwegian Sea - Nrg Livonia - Lyn, Lva
Tyrolia - Tyo North Sea - Nth St Petersburg - SpP Irish Sea - IrS, Iri
North Africa - NAf North Atlantic - NAO, NAT Gulf Of Lyons - Lyo, GoL

Eastern Mediterranean - EMs, Esr Gulf of Bothnia - Bot, GoB Tyrrenian Sea - Iyn, Iys

b) Orders must be legible. I prefer typed or printed orders. Written orders are the worst although I will make a reasonable effort to attempt to decipher them.

c) Potential Ambiguities:

(i) Orders for a unit whose type has been listed incorrectly by the player will be carried out provided they are possible. e.g. If Turkey has A Bul, and the order is F Bul-Rum it would be carried out and the player will be reminded what the unit is. If the order were F Bul-Bla, the unit would hold. Either way, the player will be humiliated by the GM.

(ii) A support order is not acceptable as an order for the unit being supported. You must write it out.

(iii) Orders for support of another country's units should include the name of the country whose unit you are supporting, or they will not be considered legal. This is more convenient for me even though it is not required by the Rules of Diplomacy.

d) Conditional orders will be accepted. Such orders should include conditions that describe all possible situations either by listing all possibilities or by providing an order covering "all other cases". If no order covers the actual situation, all units will hold in place. Conditional orders need only list those units which will be doing something different provided there is something to indicate what the orders for the other units will be (i.e. "other units move as in case #1"). In American season combination moves and builds can be conditional on retreats and removals. Moves can also be conditional on builds. In the British season combination, retreats and builds are made conditional on possible retreats and moves. Press can be made conditional on the success or failure of moves in either system.

e) If two sets of orders are received from the same player, priority will be given to the set of orders with the latest date. If there is no date on the orders, priority will then be given to the set with the latest readable postmark. If the orders are not dated and the postmark is illegible, priority goes to the last set of orders received by the GM. Telephone orders will be dated by the GM on the day of the phone call, and will take priority over orders arriving later but dated earlier. If orders are received with a date or postmark later than the phone call (would anyone do that?) the written orders will be accepted.

f) Propaganda orders will be accepted (subject to possible editing), provided that it is clear precisely what the unit is to do. Propaganda orders will not be accepted over the phone.

4. Adjudication

a) Abbreviations: The following abbreviations, which are fairly standard, will be used.

h Holds /d/ Dislodged NMR No Moves received NBR No Builds received

s Supports annil Annihilated NRR No Retreats received DOR Depends on retreats

F Fleet rsl Retreat c Convoy otb Off the Board A Army

- Moves to/attacks UNO Unit not ordered NSO No Such Order NSU No such unit

IMP Impossible Amb Ambiguous

b) Format: Orders which are underlined do not succeed. The final position of units will be capitalized. If a unit is forced to retreat, neither position will be capitalized and possible retreats will be listed in parentheses. If a support or convoy fails the order will be underlined. Should an order be underlined but the final position is in capitals, the official position is determined by the capitals.

c) Maps: Maps are provided for the convenience of the players only. Written adjudications always take priority over maps.

(i) Map symbols: Armies are indicated by a black letter indicating the owning nation within a white square. Fleets are indicated by a white letter within a black rectangle.

(ii) Maps show positions following that turn's adjudication. Dislodged units will not be shown, but question marks placed will be in the province(s) the unit may retreat to.

5. Press:

a) Press is welcomed, may, encouraged. The following types of press will be accepted: White (from any center owned by the player), Gray (from any unowned neutral center), and Black (from a center occupied by another player). The following restrictions apply to black press:

(i) Press may not be datelined from a home center of another power unless the center is occupied by a third party.

(ii) Press using another player's name will not be accepted.

(iii) Press originating from a center into which the player sending the press has attempted to move will not be accepted (unless it is made conditional on the success or failure of the move) since I can't tell if it was intended to be black press.

(iv) All black press will be indicated by the initials BP.

b) The GM reserves the right to edit press. Unnecessarily obscene press will not be printed. Press which represents a direct attack on another player will also not be printed. Beyond this I am basically open, however I retain the right to be totally arbitrary about editing, especially for length. Press will not be accepted over the phone.

6. Game Endings

a) Games can end with an outright win, by proposal or by being declared a stalemate. A proposal may be a concession to a specific power or a draw including several powers.

(i) No draw involving x number of players may be proposed before the end of game year 1900 + x. Thus a seven player draw cannot be proposed before the end of Fall 1907.

(ii) For a draw proposal to be voted on, the powers included in the draw must control as many or more supply centers as the powers excluded from the draw. This restriction does not apply to a concession to a single player. Control of supply centers is determined at the end of each Fall turn.

b) Proposals will be voted on by all players controlling supply centers excluding standbys in their first season in the game. Votes on draws or concessions must be passed unanimously. Results will be published but the votes of individual player will not be revealed.

(i) There are three possible events; a "yes" vote, a "no" vote, or No Vote Received (NVR), which will be counted as a "no" vote.

(ii) If the only "no" voter defeating a draw proposal are NVRs, the draw is automatically repropose with all NVRs considered "yes" votes.

(iii) Perpetual "yes", "no", or "NVR" votes will not be accepted.

c) In the event that more than one concession/draw passes, the following priority will be used.

(i) Smallest number of players involved (a 2 way beats a 3 way).

(ii) Largest number of supply centers (a 2 way with 20 centers beats a 2 way with 18 centers)

(iii) Player with most supply centers (a 2 way with 17 centers with a player with 12 centers beats a 2 way with 17 centers with a player with 10 centers)

(iv) Otherwise both draws reposed.

d) In the event that Supply Center ownership remains stable for two or more game years, the GM may, at his discretion, declare the game to be a stalemate in which all survivors share in the draw.

e) Credit for wins and draws will be given to the last player to submit legal orders for that position, but the discretion of the GM will apply.

f) Endgame statements will be printed if received.

7. NMRs, Standbys, Substitutions, and Removal from Games

a) If a player's orders do not reach the GM before the deadline, the player has NMRed. In the event of an NMR, the following things will occur.

(i) All units will hold in their current position, with note being made as to why.

(ii) If no retreats are received, the retreating units will be disbanded.

(iii) If no builds are received, the player will play short until the next build season.

(iv) If no removals are received and the player has not left instructions to cover this possibility, units will be removed in the following order: Fleets at sea, units in foreign non-supply centers, units in home non-supply centers, units in foreign supply centers, units in home supply centers. In the event of ties, the farthest units will be removed first, with fleets removed before armies, in alphabetical order.

(v) A standby player will be called to submit orders for the power. Those orders will be used if the original player does not submit new orders, and the standby will take control of the position.

(vi) In the event of a Spring 1901 NMR the deadline for the game will be extended and the normal procedures surrounding an NMR will occur.

b) In the event that a player misses two consecutive deadlines or fails to submit orders for 50% of seasons following Fall 1902, he will be removed from the game in question. Unless a valid explanation is submitted to the GM, the offending player's subscription balance will be debited by the price of that issue, which will be credited to the subscription balance of the standby.

c) A player will be removed from games for not maintaining his subscription balance. Players are requested to submit final orders, but a standby will be called in any event. If a player will not be renewing his subscription he may request a specific replacement provided that he also submits final orders.

d) A player may resign from his position without penalty, provided that he sends in final orders. In such a situation the player may request a specific replacement provided that the person meets all the requirements for being a player. A player may also request that a substitute take over a position temporarily.

e) In the event that less than 40% of the players send in orders, the season will be delayed and standbys called. Should less than 40% of orders be received at the end of the extended deadline, the game will either be abandoned with game fees returned to those players who did not NMR, or declared a draw between those players who submitted orders.

f) Players may be removed from a game for abuse or deception of the GM (See rule 8. b)).

g) The GM does not offer any form of NMR insurance in the possibly foolish belief that we are all at least semi-responsible adults. The GM would like to remind players that he is not their mother.

8. Assorted Other Stuff

a) Errors

(i) The GM freely admits that he is not perfect and does make mistakes. However, if an error in adjudication or unit type is not caught by the players or the GM and the GM notified before the next deadline, the result of any such error will stand, and if necessary the deadline will be extended.

(ii) Any dispute between one or more players and the GM concerning interpretation of the rules of the game or these house rules which cannot be worked out between them will be submitted to the CDO ombudsman (Randolph Smyth?).

b) Deception of the GM including (but not limited to) impersonation of another player, factual deception, abuse or mail tampering, will result in the forfeiture of position in all

games, loss of all subscription balances, deposits and other moneys paid, and the permanent removal of the player from the game.

c) Pandin's Paradox is probably best explained by example:

England: A Edi-Nwy, F Nth c A Edi-Nwy.

Germany: F Ska s F Kie-Nth, F Kie-Nth.

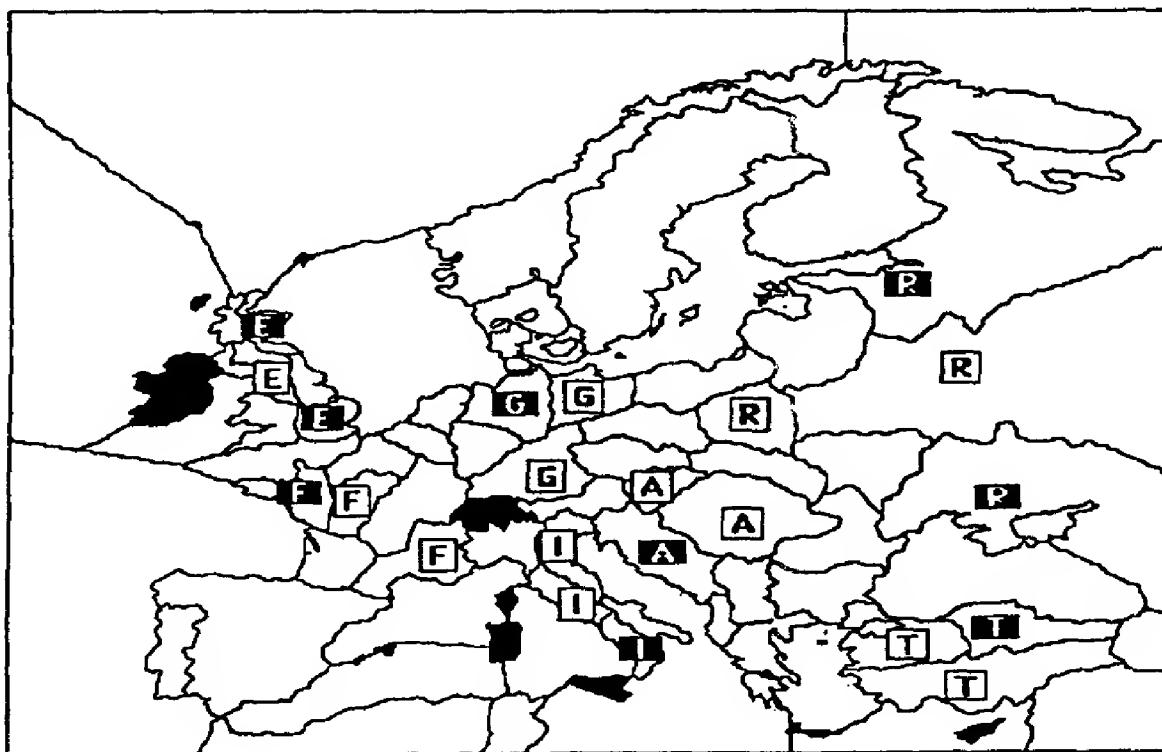
Russia: F Nwy-Ska.

In this case, the convoy only succeeds if the support is cut by the Russian move, which in turn fails if the English convoy succeeds. In such a case, the Army is not convoyed, and the attack on the fleet does not succeed.

d) Season separations may be required on occasion. Fall 1901/Winter 1902 will always be separate seasons. The GM may at his discretion order a separation even if the players do not request one. Players may request a season separation. If two or more requests are received, the request will be granted. If a single request is received, the GM will most likely refuse to grant it unless the player sends along reasons sufficient to convince the GM of the need for a separation. Players should always send orders even if a separation request is made.

e) Uncontrollable delays may occur, either because of circumstances in the GM's life or postal strikes/slowdowns (I tend not to want my zines to be burned by striking workers), or other causes. In the event of an unforeseen delay the deadline will be postponed until the situation is rectified. If for example there is a 2 week postal strike, deadlines will usually be extended by 2 weeks. As always, GM discretion will apply.

f) Should a situation arise that is not covered by these house rules, the GM shall make a ruling which will henceforth be considered part of these rules.



((Greg Borisko's response to Robert Lesco's letter:))

I fear that, at least to some extent, my beliefs about Canada were not adequately expounded upon. As I recall, no one asked me if I was a patriot and/or a nationalist. I am wholeheartedly a Canadian. However, I see how useless this country has become in so many ways. For example, our gross inability to compete in the world economy or more simply put sitting on our behinds rather than getting up and competing as we should and can (for most companies). Our outrageous tax rate which stifles economic prosperity. It may be argued that our "wonderful" social programmes demand high taxes. Wrong. Graft, corruption and bureaucratic inefficiency waste far more than necessary. Canada's complete inability to defend itself and now, the stretching to the limits of the forces in their primary role over the past twenty years and in the foreseeable future, peacekeeping, is damnable. The new constitutional deal seals our fate as a second rate nation, run by political idiots who want to compromise far too much. The question that I keep asking, in light of this fiasco, is why the British North America Act was touched at all!!

As for similarities between ourselves and the Americans, I must now admit that these are somewhat skimpy. However, we are becoming much more like them. Rampant self centered materialism is becoming part of our society, especially among our youth. Both peoples enjoy sitting in bars, having a few drinks, and talking about sports, current events, etc. We are also much like the Americans when it comes to acting in the world though the Americans obviously have a much clearer agenda and greater resources to influence/act upon the same. As for questions about guns and violence (here I refer to the statistics taken from MacLeans.) Canada is moving towards a situation much like the States. Here in Saskatoon, one cannot go to certain bars without fear of being stabbed. These are "respectable" establishments as well. Racial tensions between whites and natives so extreme that individuals carry pellet guns in order to avoid injury. White names for natives is just as disturbing - Nietzsche, as in the nihilistic German philosopher. No, we are becoming more and more like the Americans whether we like it or not. For me, the most striking and yet nauseating feature is our move towards self centered materialism. For this reason and for the obvious economic benefits to be accrued (although bleeding heart liberals would undoubtedly bemoan the loss of our cherished "social" programmes) becoming one nation, whether we like it or not, will inevitably occur. So why not speed the process. (All these thoughts take place without consideration of NAFTA's effect upon Canada's economy once that agreement comes into effect.)

Yours Truly,

A Discouraged Nationalist.

((Apparently Nietzsche is the current derogatory term used by semi-educated youth in Saskatoon to refer to Indians. Don't ask me what the connection is.

((I have to argue with Greg's reasoning in claiming that we are becoming increasingly like the Americans. The self centered materialism, racism and violence that he cites as being an American phenomenon are really world wide. None of them is peculiarly American, although an argument can be made that they have started in the US and spread. Racism however is not one of these.

((As to following the Americans in foreign policy, the truth is and always has been that Canada has never had the political, economic or military clout to adopt a policy radically different from what a powerful ally "suggests". Until the 1940's that ally was Britain. We fought Britain's wars, whether our interests were involved or not, and the British diplomatic service represented us in most of the world. In return we asked for British protection from the threats we perceived; the Japanese and the Americans. When Britain herself became a lesser power after World War II, our interests became more closely tied to the Americans, mostly for the same reasons.

((The one area where we seem to be moving closer to the Americans which I don't see being echoed in the rest of the world is the field of education. The US education system turns out graduates who are increasingly illiterate and innumerate, either because there isn't time to deal with special problems or because there isn't a willingness to do so. I regret to say that the rot is spreading into our educational system.))

Warning! Your Hairdo May Be Hazardous To Your Health

What has this world come to when we have to worry about animals becoming juvenile delinquents?

Joggers in Vancouver's Stanley Park have been attacked. The attackers were immature Barred Owls. The victims: people wearing pony tails. (I suspect most are women, but knowing Vancouver I am not prepared to commit myself). Apparently the owls, favored residents of the 1,000 acre park have not yet developed the sharp eyesight of the

mature birds. They have apparently mistaken the bobbing pony tails of the joggers for particularly large squirrel tails. The owls have apparently also attacked at least one jogger who was sporting a touque, so wearing a hat does not necessarily provide a suitable alternative. These attacks have apparently cause some serious injuries. Park authorities have suggested that joggers in the park wear their hair loose.

TECHNICAL ASPECTS

Making Love in a Canoe is produced using a Hewitt Rand 8086 computer (named Foster, and I don't care who makes fun of me for giving a computer a name) and a Star NX-1000 nine pin dot matrix printer. It isn't the most up-to-date set up and certainly isn't as fancy compared with the equipment used by many publishers. I don't have access to a laser printer, and if you think that a zine HAS to be published on a laser printer, well you had better go someplace else, unless you are willing to send me \$700 Canadian to buy a laser printer. Since I doubt that I'll see that money in the near future, you'll just have to live with what I've got.

The writing is done using Wordperfect 4.1, which is about three updates away from the current standard, but then again I got this program for free (don't ask me how, it might result in criminal prosecution) and it does the job in a workmanlike fashion so it doesn't bother me.

Final production is done using the Desktop Publishing program PFS: First Publisher. Admittedly this is not the best program around but the copy that I bought may well be among the cheapest. It's an older version that lacks some of the things they added in the current version (like the ability to draw circles). This program also limits you to 11 inch paper (the newer version gives you a choice of paper sizes), but I can beat this.

The maps are produced using an inexpensive program called Expert Maps. Again, not the best map program out there (I would love to have PC Globe) and it is rapidly becoming outdated. Then again, every mapping program is rapidly becoming outdated. I don't think I would want to buy a copy of PC Globe until the world settles down a bit. Transferring the original map from Expert Maps to First Publisher, I then modified boundaries to approximate the ones on the Diplomacy map.

FINANCIAL MATTERS

Price per issue: I will be charging 4 cents per page, plus postage. In an effort to reduce the cost of postage, I will do my best to use envelopes which fall within Canada Post regulations for "standard" sized envelopes.

Trades: I intend to be very cautious about trading, since it can be a major expense for a publisher. Except for occasional sample issues I am less likely to offer trades to North American publishers. One of the factors that got me into the Diplomacy hobby in the first place was the international aspect. I am therefore far more willing to trade with publishers from outside of North America, but again I have my limits. As for samples, Canadians can get a sample for two 42 cent stamps. Citizens of the US should send \$1. People in other countries should be creative.

Game Fees: Game fees for all games will be \$4.00. Initially I will be opening a single game, however if there is sufficient demand, I will immediately open a second. All Diplomacy games will be named for Royal Canadian Navy Ships, with the first named NIOBE.

Deadlines: In most cases deadlines will be 6 weeks, although at least twice a year the deadline may be extended by one week. Deadlines for all games will be on a Friday unless that is a holiday in Canada. The zine will usually be mailed on the Wednesday following the deadline, unless of course that is a holiday.

WHAT CAN YOU DO FOR ME?

Sending me money would be a start. If you want to subscribe, or if you want to play in a game it is essential. Mentioning me to others would also be deeply appreciated.

If you are a publisher, I would appreciate it if you would mention the existence of Making Love in a Canoe. I would be pleased if you would give it a nice plug. I would be very happy if you mentioned in a nice plug that you had already sent in your money for a subscription. I would be down right ecstatic if you sent me money for a subscription, and mentioned the fact in a rave review...but let's not get ahead of ourselves.

Letters of Comment, complaint, statement, and whatever else you might think of will be cheerfully accepted...at least until I wise up. On the other hand since I have inundated other publishers with my random musings for over five years I suppose it is my responsibility to give you all a chance to respond. Send money and letters to:

Brent McKee
901 Avenue T North
Saskatoon, Saskatchewan
Canada
S7L 3B9

Deadline for all submissions and subscription monies for Issue #1: January 8, 1993